



# CHESTER

Human • Male • Cultist

MOV COM RAN ARC MYT WND SAN

4/7 8/7 7/7 8/7 3 24 9

## CRUSHING GRASP

COM • Base • Fatigue

## CHAOTIC BOLT

ARC • 10" • Burn

## FORK IN THE PATH

2 MYT

(Once Per Game) Every enemy model which has the Bleed condition has it replaced with the Haemorrhage condition.

## EMPOWER RITUAL

1 MYT

Add one to the current ritual progress.

## POSSESSION

1 MYT

This model may spend 1 AP to grant Vigour to a friendly model within 8".

## LEADER

This model when activated gains +1 AP.

## CHANTING

+1/+0 ARC while within 8" of one or more friendly Cultists.

## MENTAL STRAIN

This model must spend 1 MYT for each additional ARC attack after the first during its activation.

## EMPTY VESSEL

When Chester is in play all other friendly Cultist character cards are to play on their flipped side.



40MM BASE